FieldWiz

User Manual

Version A8 December 2015

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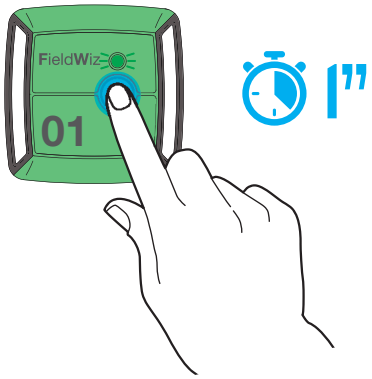
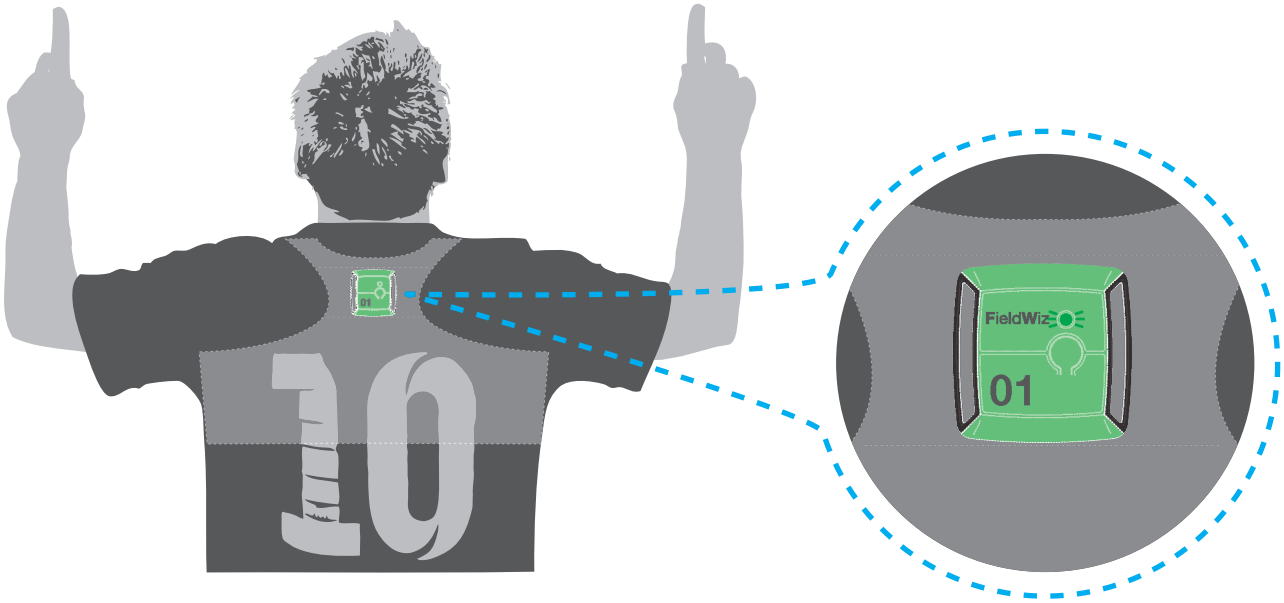
Before the Game/Practice

Turn on the pod by pressing the button until the green LED starts (about I second).



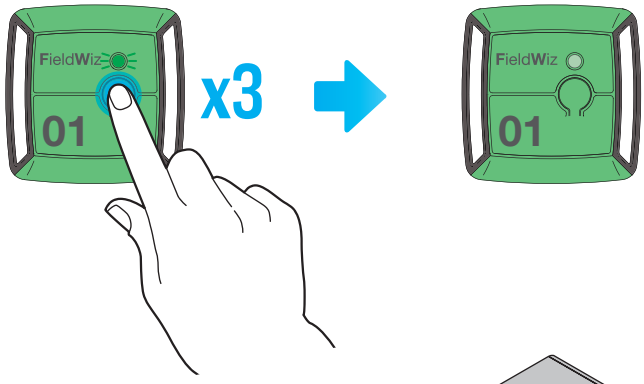
For the proper functioning of the device, check the device on each player (in the correct position the number is upright and the LED is pulsing).



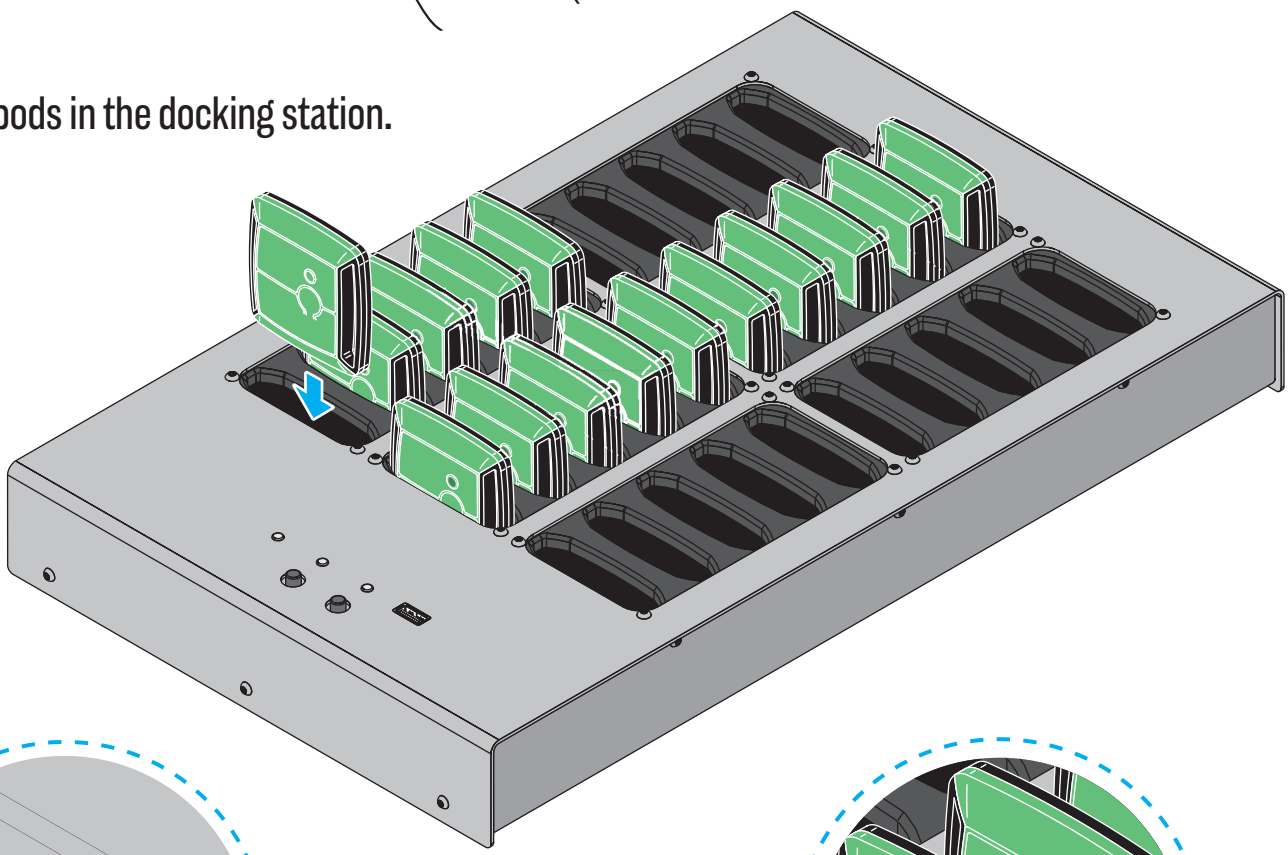
Each pod has a unique number (note which player has which number).

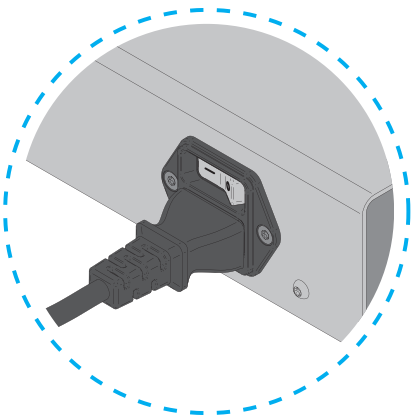
After the Game/Practice

Turn OFF the pods by pressing the button 3 consecutive times. The LED turns stops blinking.

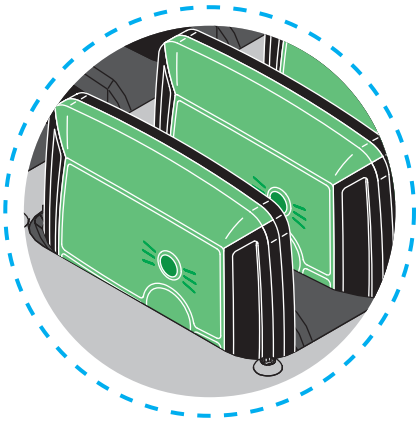


Plug the pods in the docking station.





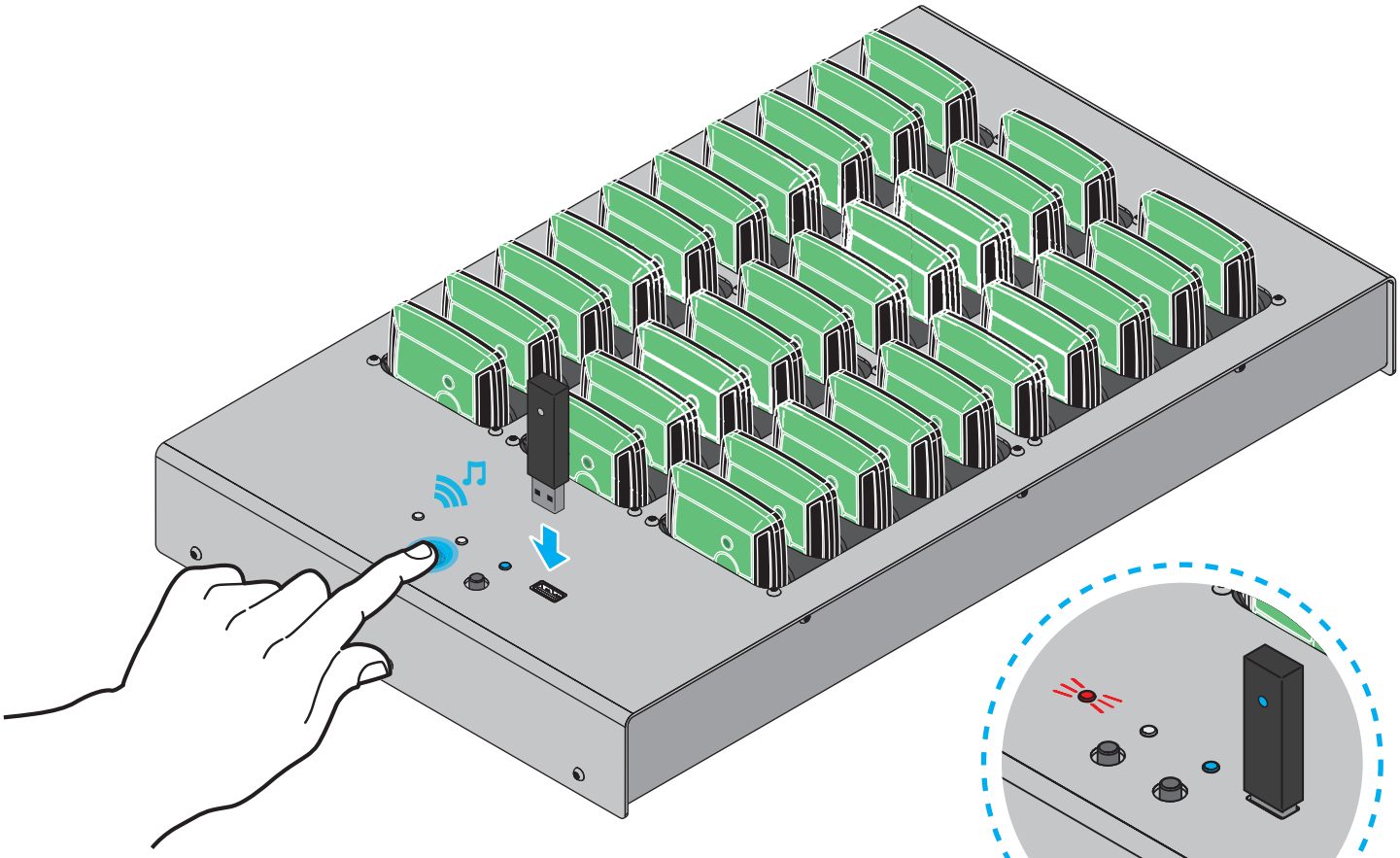
Turn-on the docking station.

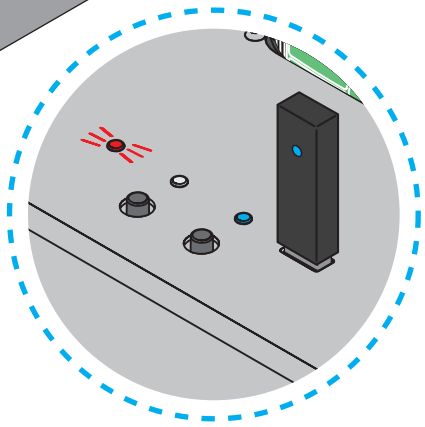


Check that each pod is on (green LED ON).

Quick Start

Insert the USB stick in the docking station and press the left button, a beep will occur.





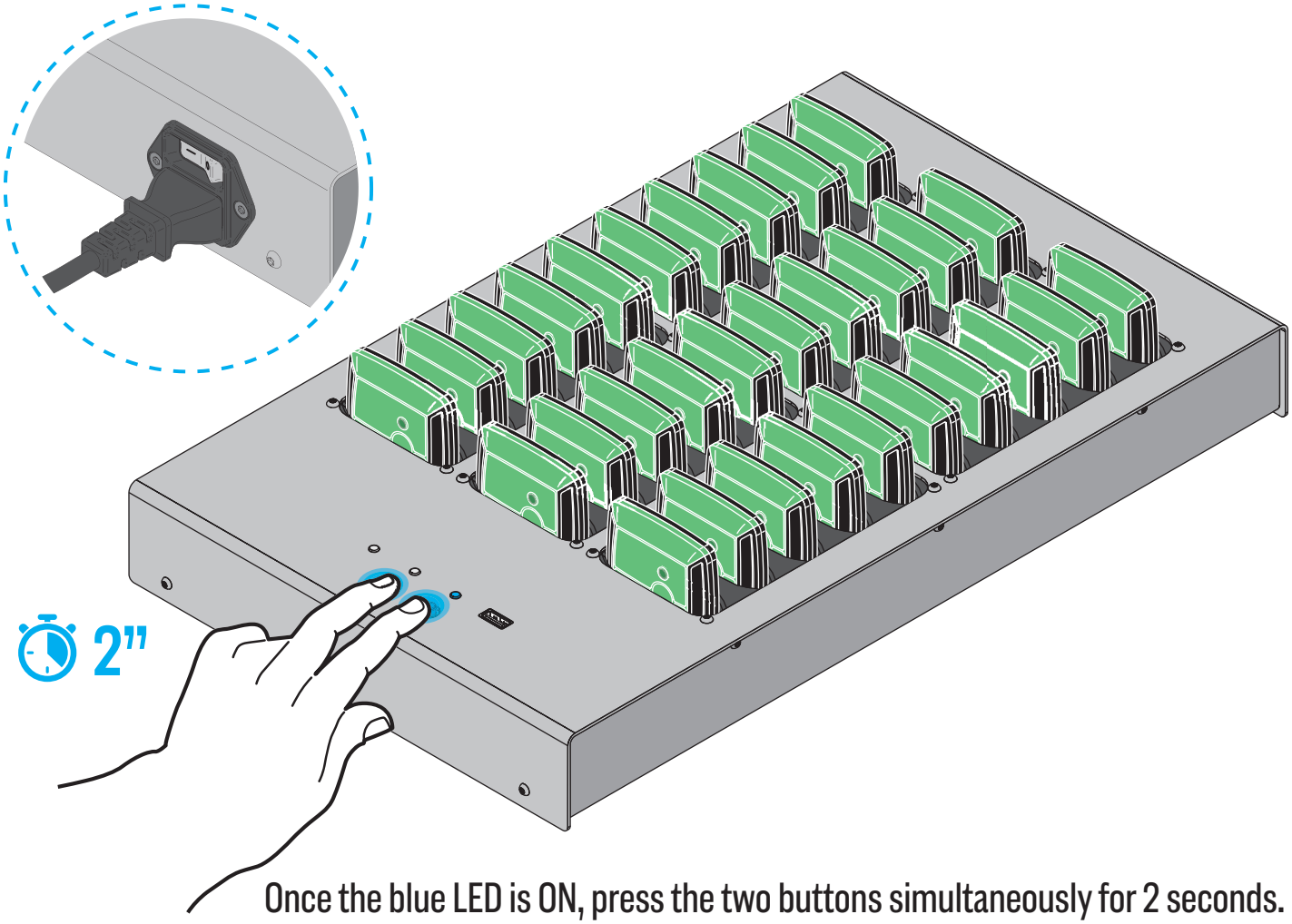
The red LED turns ON and the synchronization process starts.

⚠ Do not connect or disconnect anything while the red LED is ON.

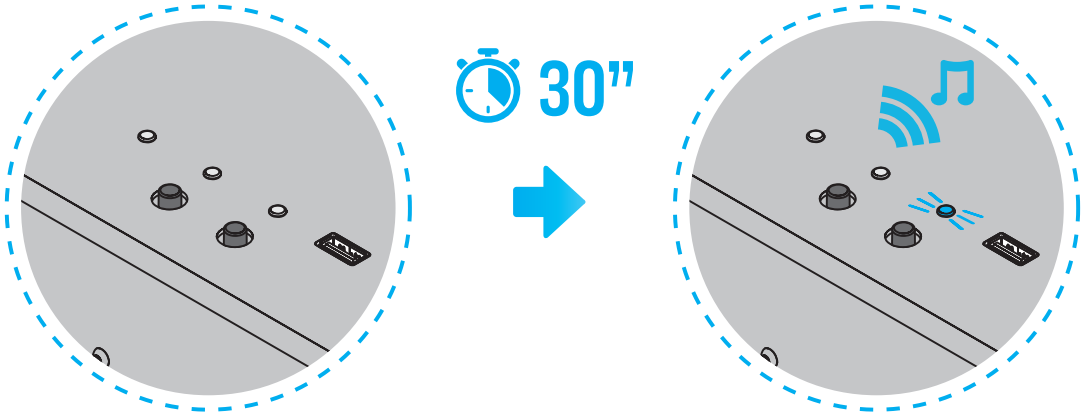
Once finished, a beep will occur and the red LED turns OFF. You can than disconnect the USB stick.

Clearing the Data

It is recommended to clear the data once the game/practice information has been downloaded.
Power up the docking station.



Once the blue LED is ON, press the two buttons simultaneously for 2 seconds.

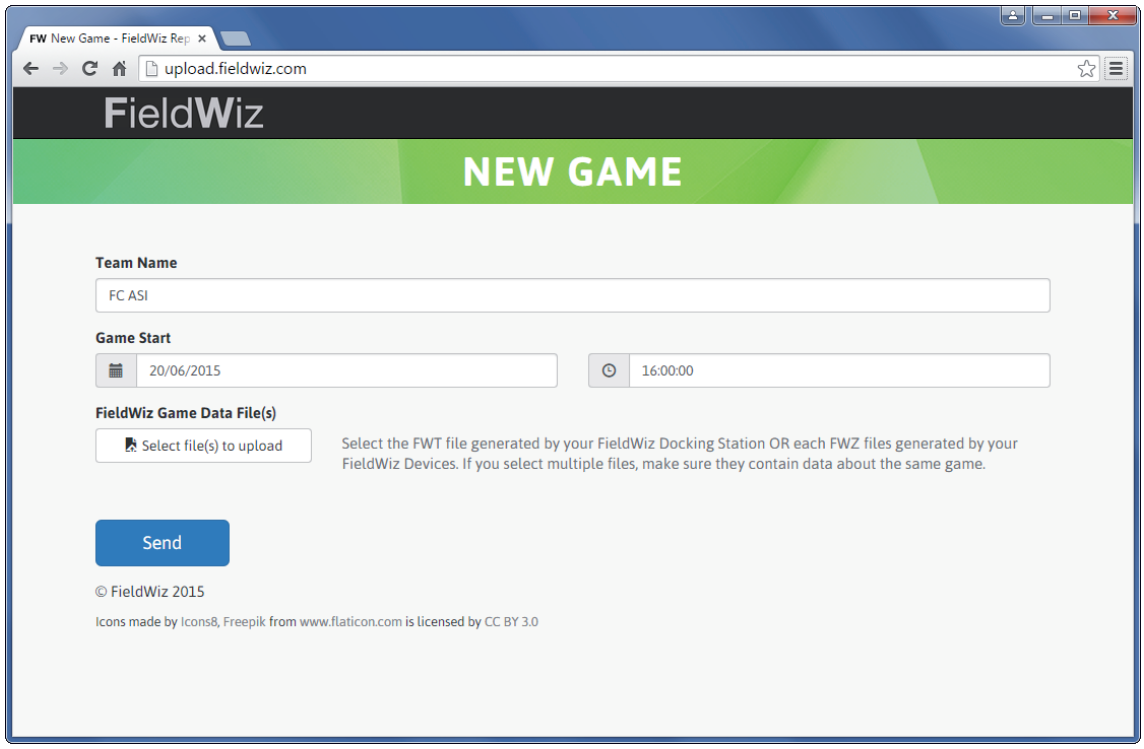


The operation takes about 30 seconds. Once finished, a “beep” is emitted and the blue LED turns ON.

Creating a New Game

Go to URL : http://upload.fieldwiz.com (or the URL dedicated to your team: e.g. http://myteam.fieldwiz.com).

- Enter your team's name
- Enter the date and start time of the data you want to analyze


FW New Game - FieldWiz Rep
upload.fieldwiz.com
FieldWiz
NEW GAME
Team Name
FC ASI
Game Start
20/06/2015
16:00:00
FieldWiz Game Data File(s)
Select file(s) to upload
Select the FWT file generated by your FieldWiz Docking Station OR each FWZ files generated by your FieldWiz Devices. If you select multiple files, make sure they contain data about the same game.
Send
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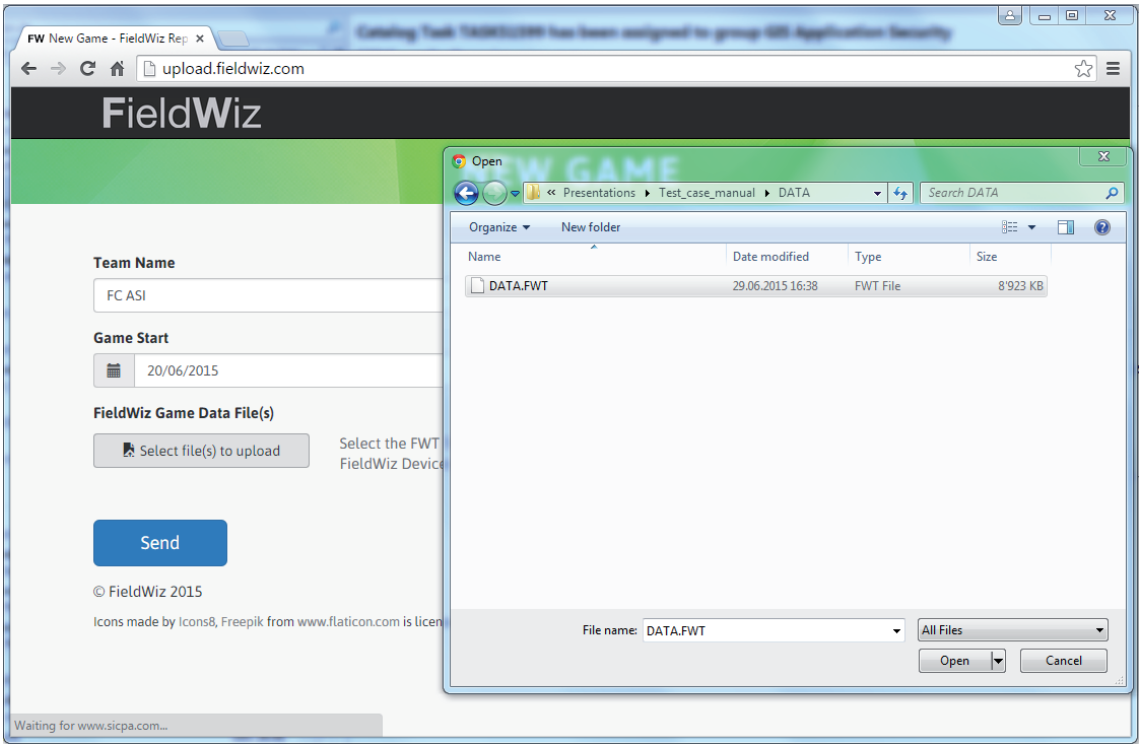
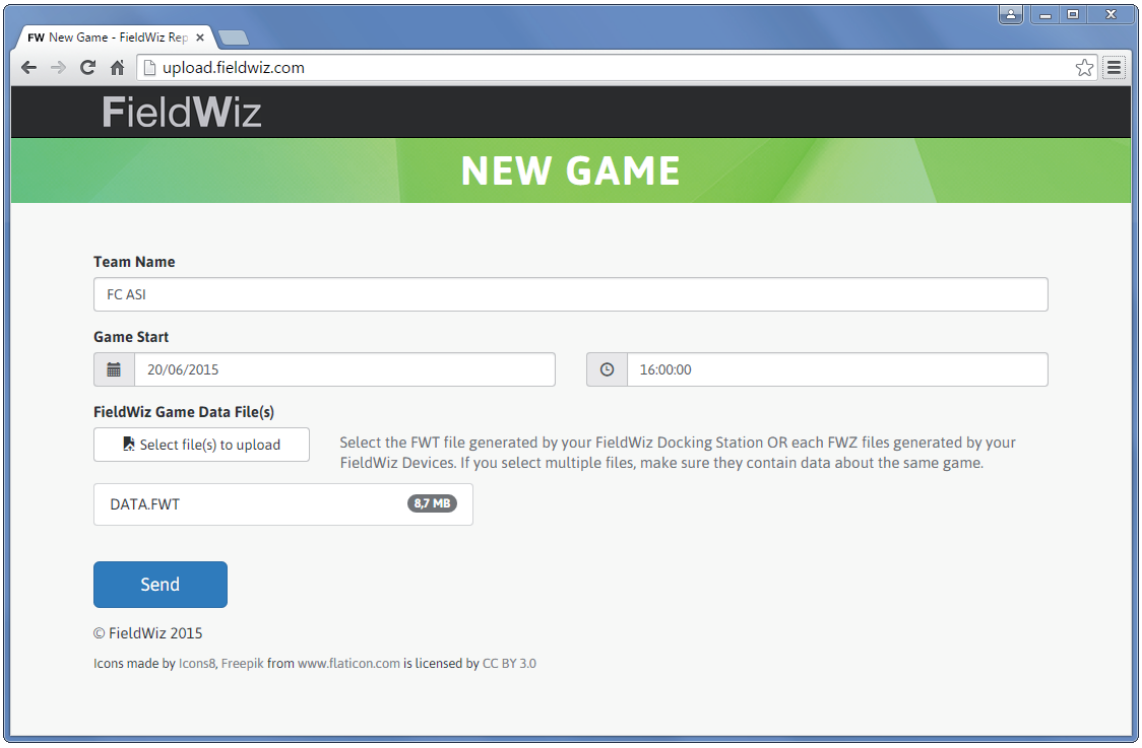
Uploading the Data

Select the recorded data by clicking “Select file(s) to upload.”

- Using the docking station: select DATA.FWT from the USB stick;
- Using individual pod(s): select the data downloaded from the pod(s) using the USB cable (note, you can upload several files at once by using multiple selections);



- Click on Send;


FW New Game - FieldWiz Rep
upload.fieldwiz.com
FieldWiz
NEW GAME
Team Name
FC ASI
Game Start
20/06/2015
16:00:00
FieldWiz Game Data File(s)
Select file(s) to upload
Select the FWT file generated by your FieldWiz Docking Station OR each FWZ files generated by your FieldWiz Devices. If you select multiple files, make sure they contain data about the same game.
DATA.FWT
8,7 MB
Send
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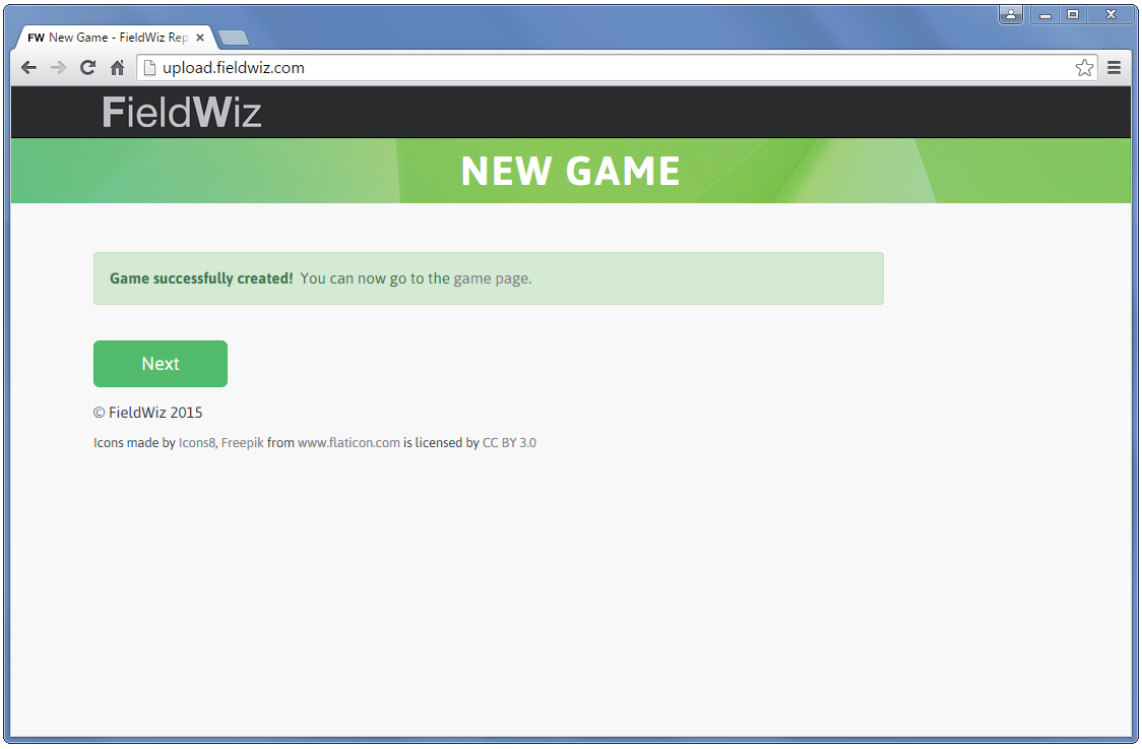
- Once Uploaded, Click on Next.


FW New Game - FieldWiz Rep
upload.fieldwiz.com
FieldWiz
NEW GAME
Game successfully created! You can now go to the game page.
Next
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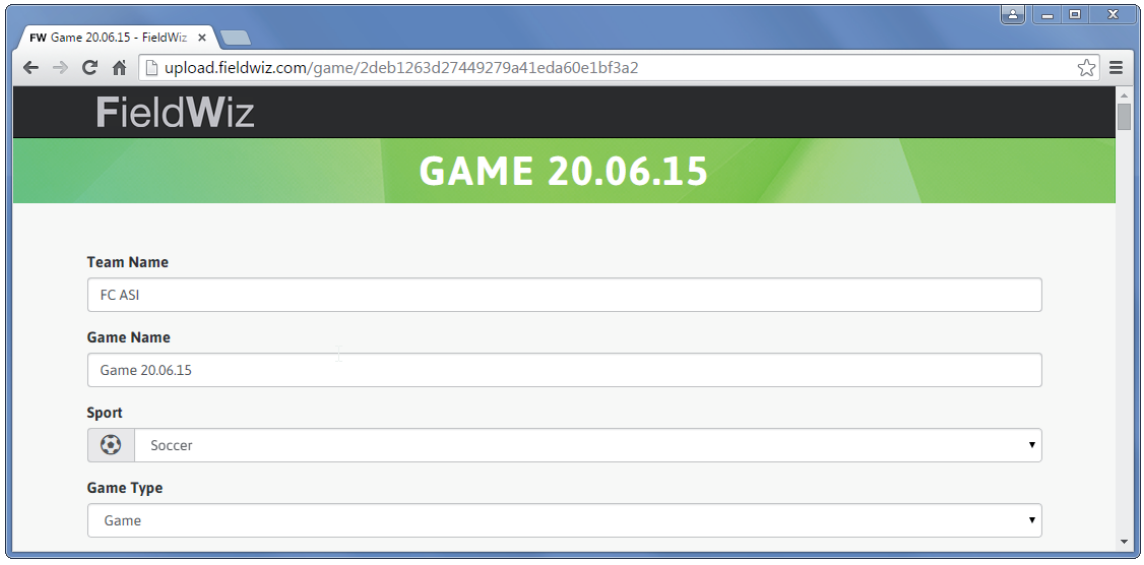
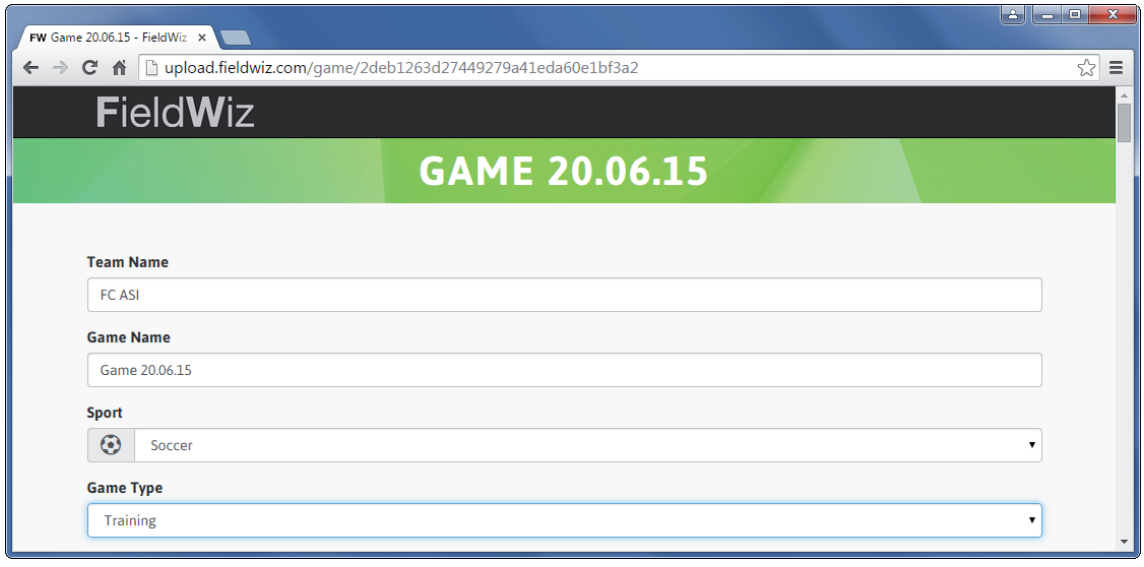
Game or Training

- Enter the session name: (e.g. “Game vs. FC XYZ 20.06” or “Training session morning 20.06”);
- Select the sport type: (e.g. soccer, rugby, field hockey). The sport type impacts the charac teristics of the output and the pitch design;
- Select the game type: training or game (the required input fields and outputs generated will vary).

Game mode: it is necessary to define the pitch and number of periods.

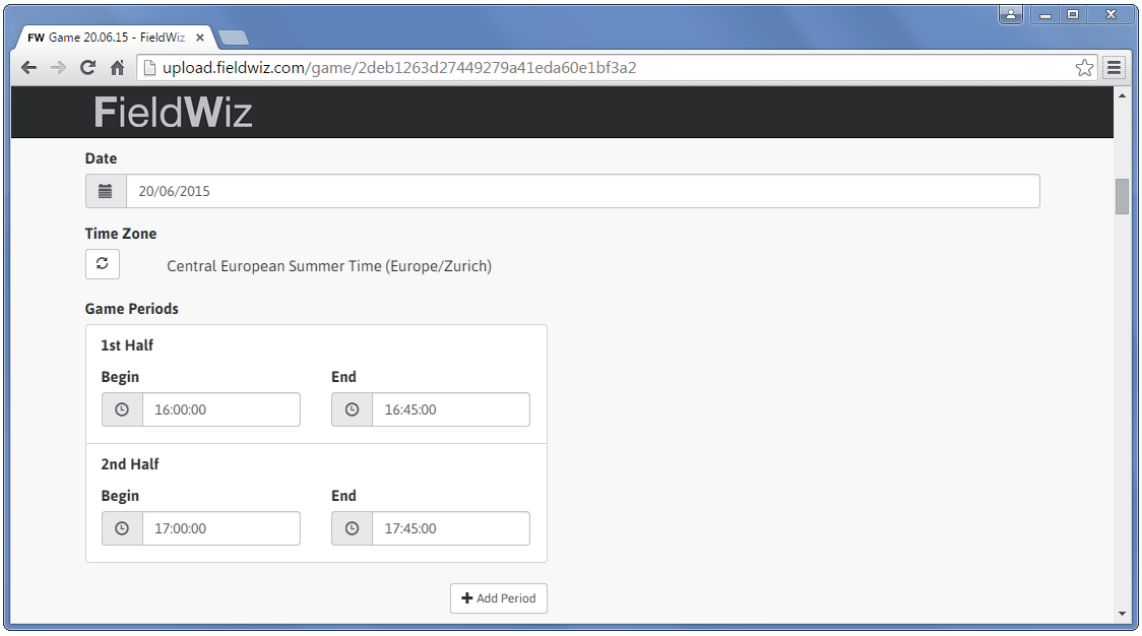


Training mode: it is not necessary to define the pitch, or number of periods.



Training Periods

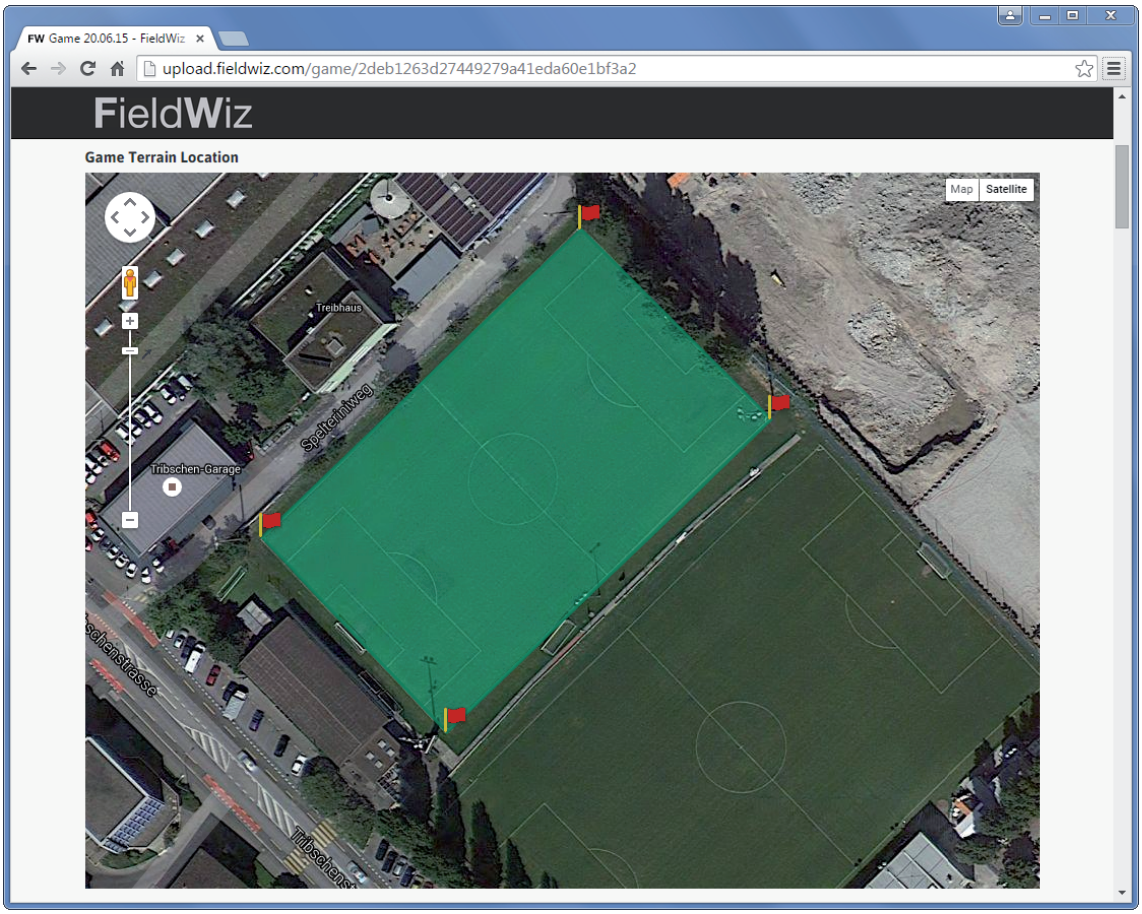
- Add as many periods as you want by clicking the "+ Add Period" button;
- Change the period name with the description of your choice (e.g. "Warm-up");
- Select the beginning and end time of the session;
- You can remove a period by clicking "X" (found on the upper right corner).



Pitch Selection

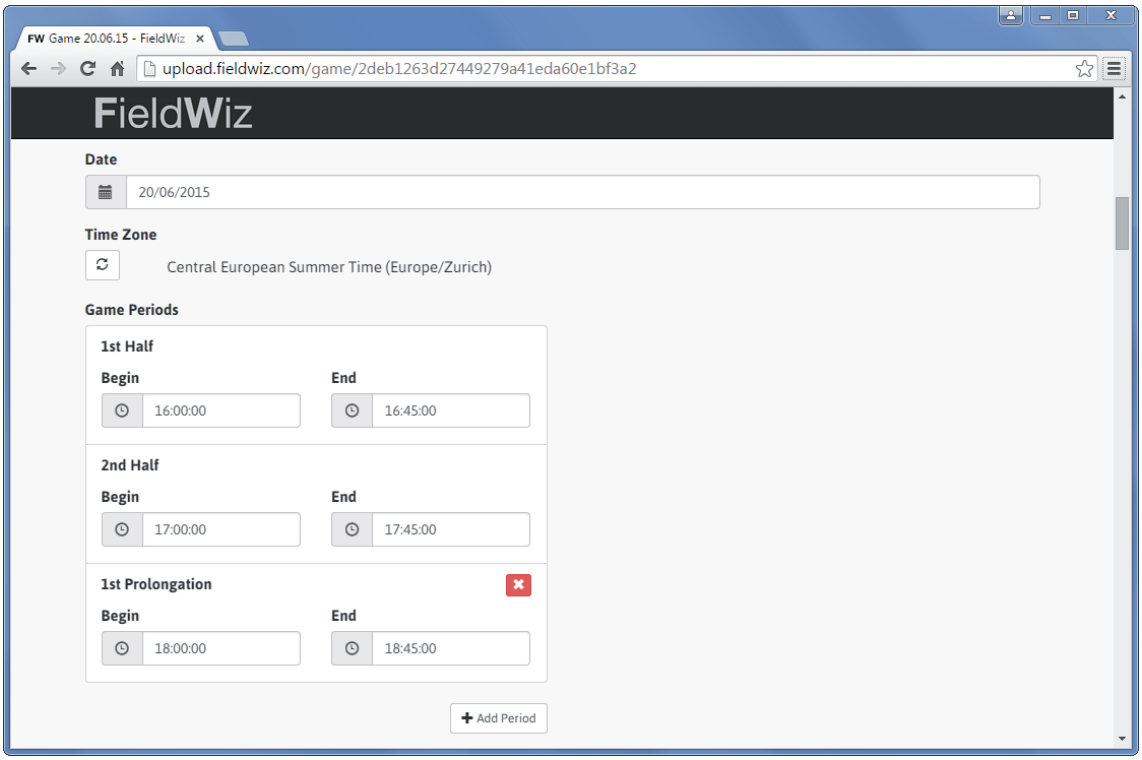
(Only necessary for game mode)

- Drag and drop the red flags on the corners to define the pitch;
- By default a square is defined on the area where the GPS coordinates are located for the selected time and date of the game.



Game Periods

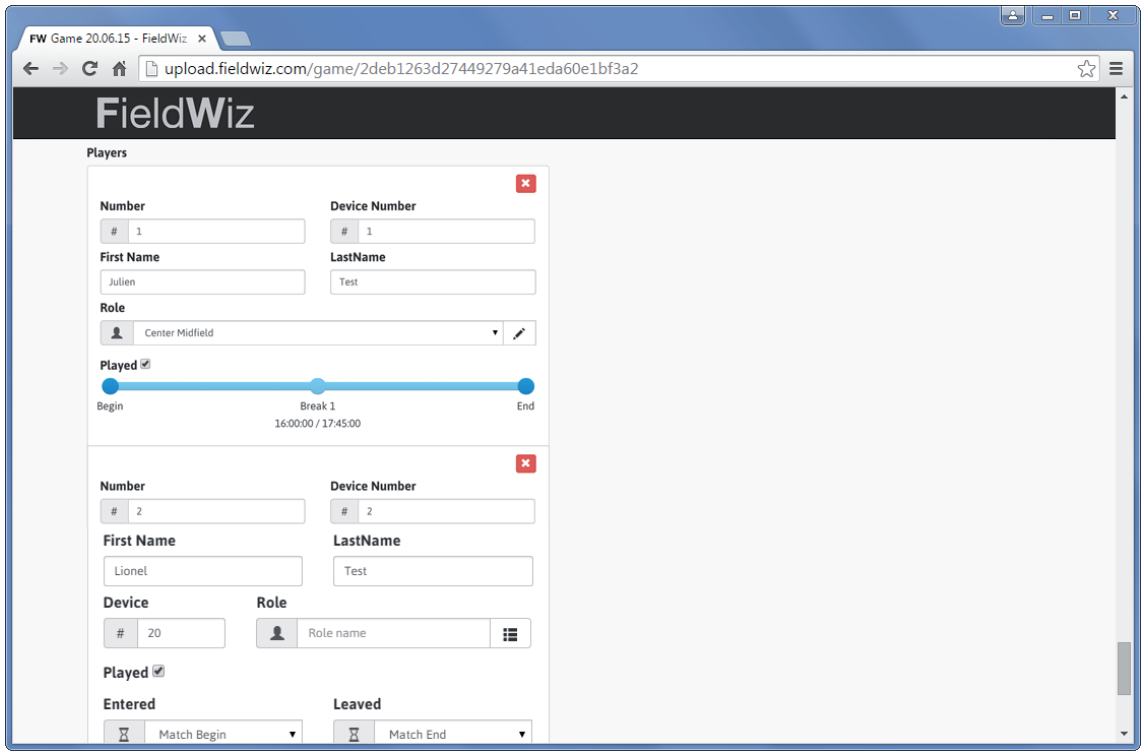
- By default: two half-times are selected;
- Add periods by clicking the "+ Add Period" button;
- Select the beginning and end time of each period;
- You can remove a period by clicking "X" (found on the upper right corner).



Players Name

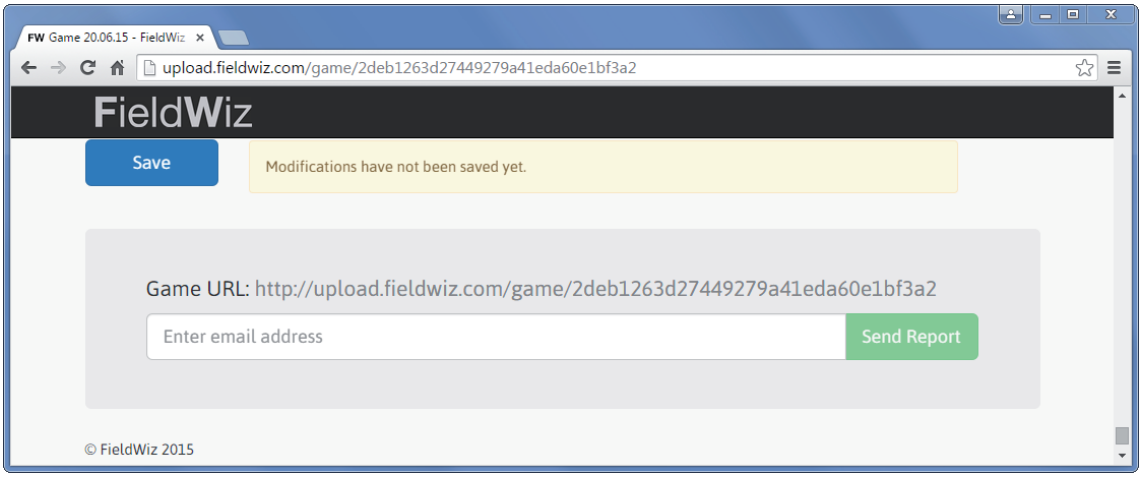
- Recognized devices on the uploaded file (using the docking station) are automatically selected;
- For each device used: add the players first and/or last name;
- Define the players role (e.g. “Midfielder”, not mandatory);
- Define the played period by dragging the time cursor;
- Select if the player played by ticking the check box (by default the player is marked as “Played”);
- Add a player by clicking the “+ Add Player” button;
- Remove a player by clicking “x Remove” on the upper right corner;
- Sort the player by the device number using the “Sort” button.

Note: It is possible to define the Players name and role directly on the device. Once defined, the related fields are automatically filled in. Please refer to the pod configuration section.



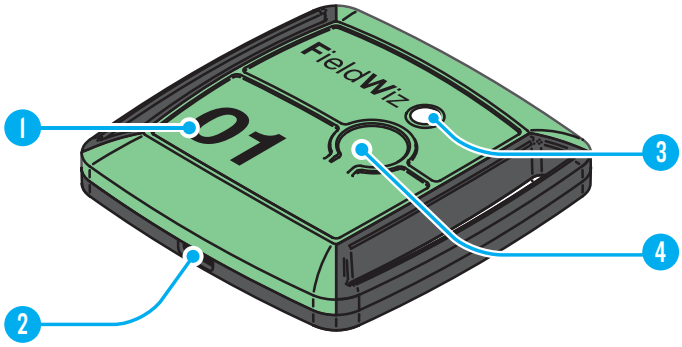
Send Report

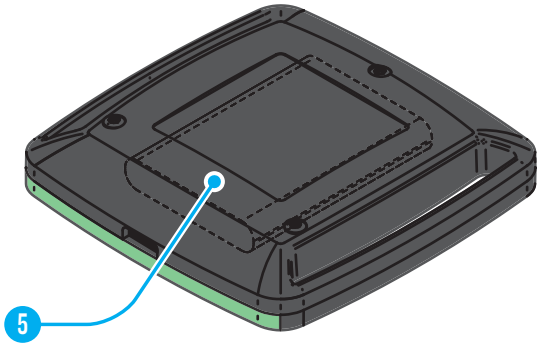
- Click on the “Save” button;



- Enter your email address and click on “Send Report” (the generated report is sent to your inbox).

Basic Controls





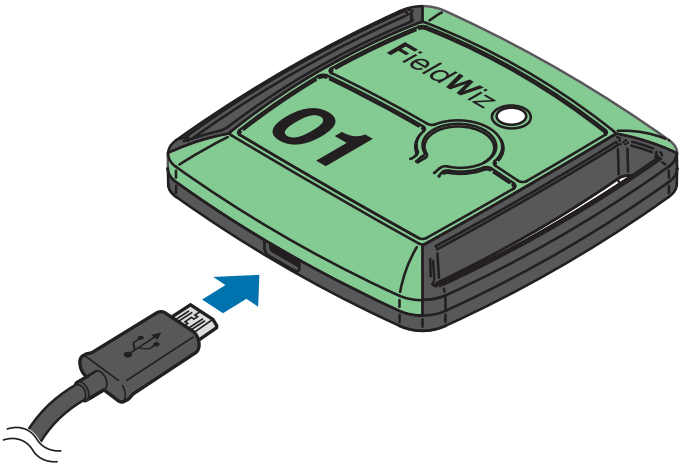
Number	Function	Description
1	Pod Number	• Help you to recognize each pod
2	Micro USB	• Multipurpose jack
3	LED	• Slow pulsing = Searching for GPS • Fast pulsing = Connected to the GPS • LED ON = Device is in charge mode • LED OFF = Device is turned OFF
4	Switch ON-OFF	• Press and hold for about I second to turn the device ON • Press quickly 3 times to turn the device OFF
5	Battery	• The battery lasts for up to I0 hours • Charging is done by connecting the pods to the docking station or individually using a USB cable • When the charge is complete, the LED starts pulsing

Advanced Controls

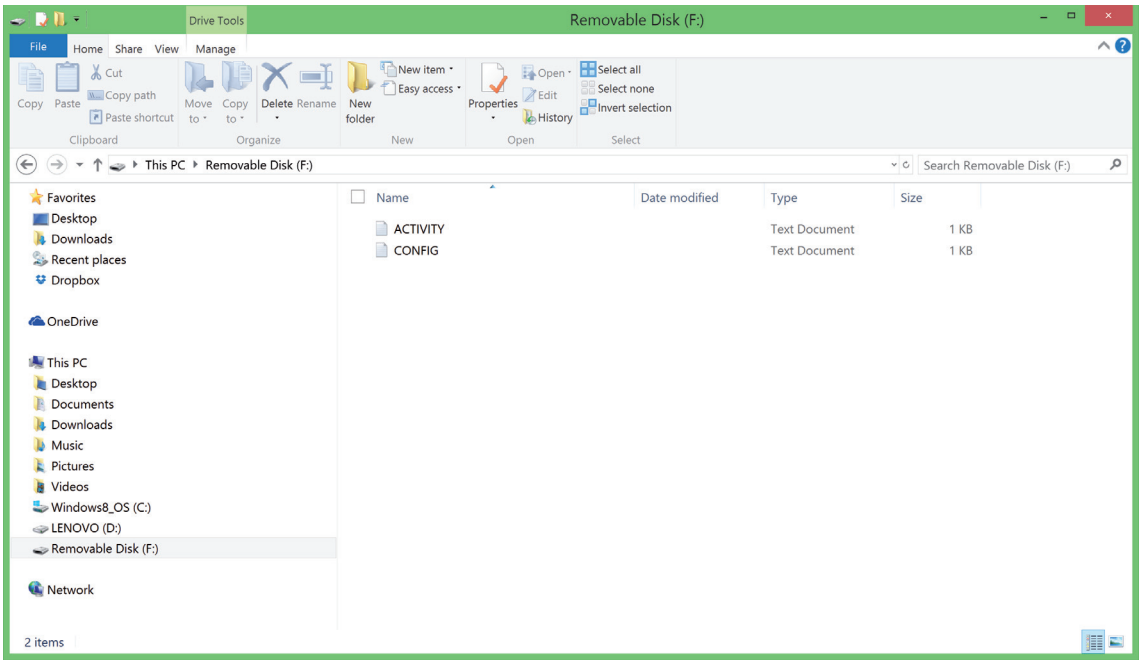
Configuration

- You can program the players name inside the Pod: this allows the device to automatically add this name for the web application;

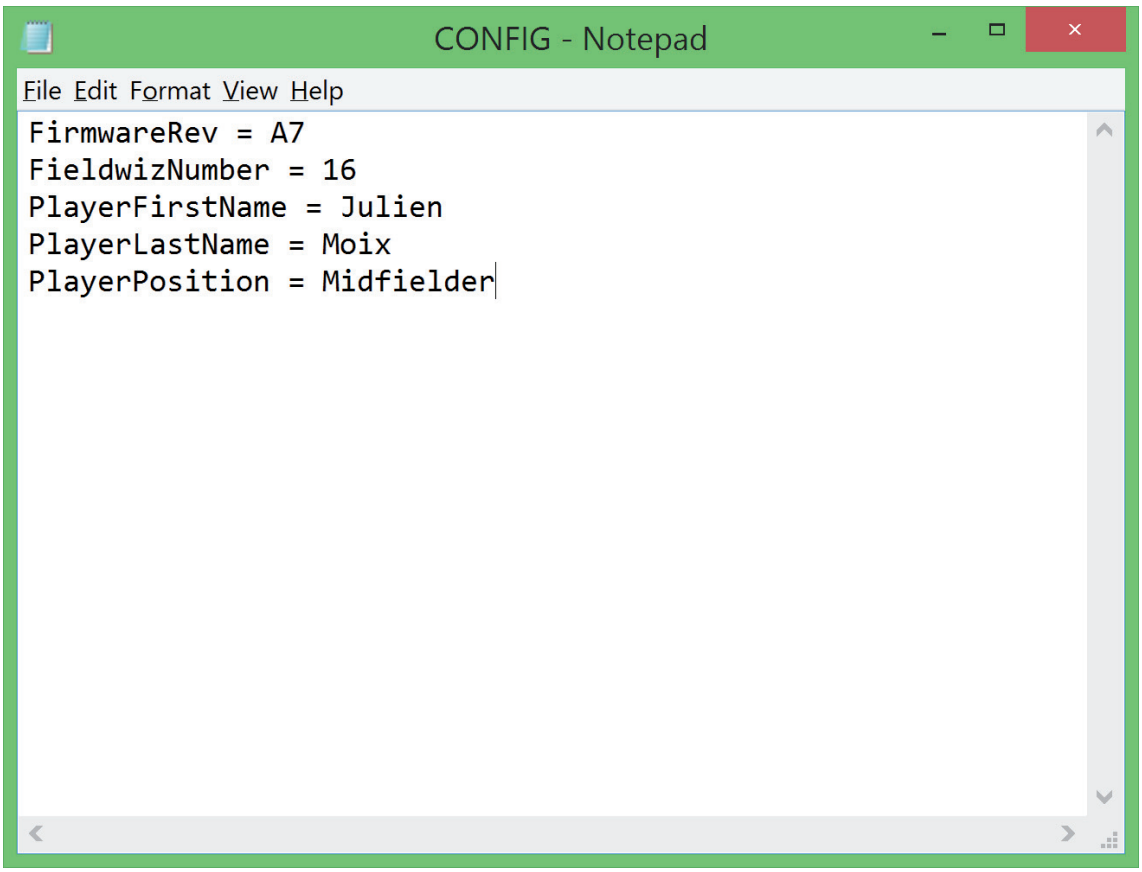
- Connect the Pod to a computer with an USB cable (highly recommended if the same player uses the same Pod);



- Open “CONFIG.TXT”;

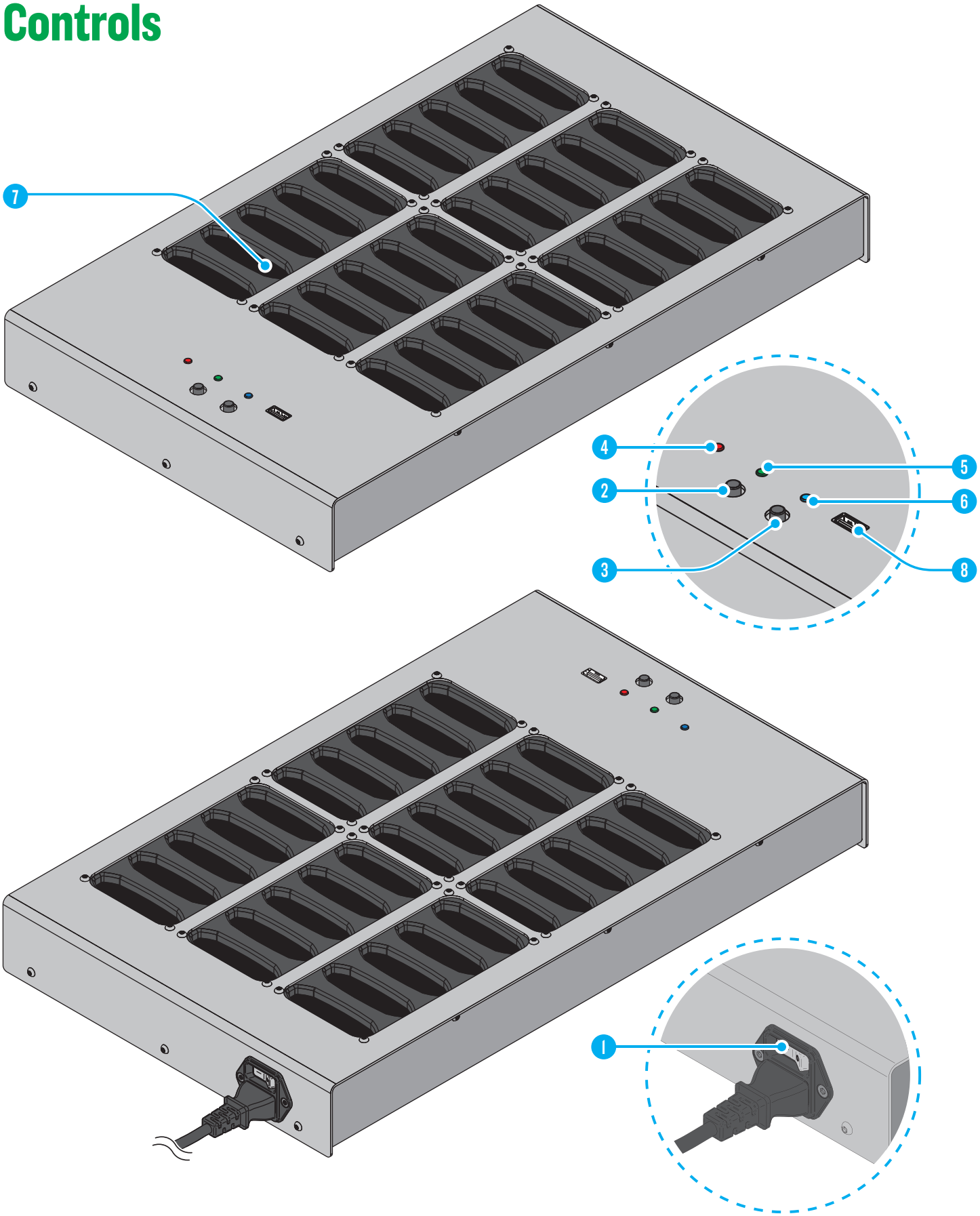


- Add your name and position (no special characters allowed: &, ç, é, etc... and limited to 40 character);
- Save and exit.

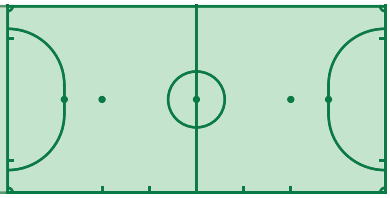


Docking Station

Controls



Docking Station



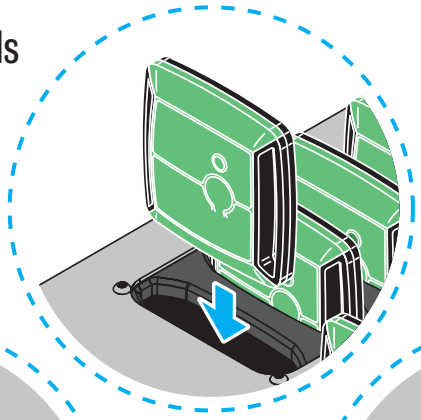
Number	Function	Description
1	Power Switch	• Turns ON/OFF the Docking Station
2	Left Button	• Starts Synchronization • Simultaneously used with the Right Button, Clears or Updates the Pods or Updates the Docking Station
3	Right Button	• Starts Data Recover • Simultaneously used with the Left Button, Clears or Updates the Pods or Updates the Docking Station
4	Red LED	• ON: Docking Station is busy/operation in progress (do not connect or disconnect anything or turn OFF the docking station) • OFF: Docking Station is in idle mode • Simultaneously with other LEDs ON : Firmware update is in progress (blinking indicates a system error)
5	Green LED	• ON: Pods synchronization is in progress • Blinking: Data is being copied to the USB stick • Simultaneously with other LEDs ON : Firmware update is in progress (blinking indicates a system error)
6	Blue LED	• ON : the Docking Station is ON and waiting for commands (you can connect or disconnect the Pods or turn OFF the Docking Station) • OFF : Docking Station is OFF • Simultaneously with other LEDs ON : Firmware update is in progress (blinking indicates a system error)
7	Pod Slots	• Location of where the Pods are to be inserted
8	USB Port	• Location of where the USB stick connects

Commands (Basic)

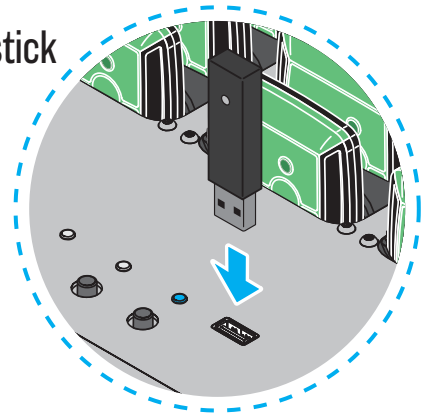
Synchronization

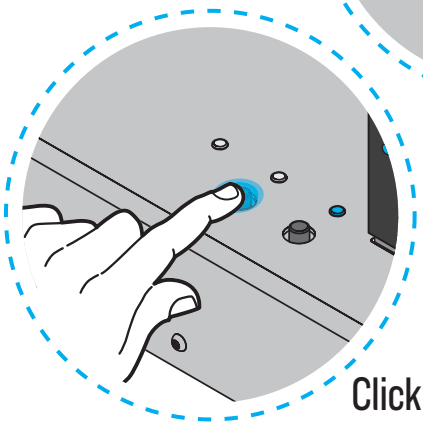
- Reads from every Pod connected and automatically start to copy the data (if an USB stick is connected, the data is copied to the USB stick, otherwise the data is copied to the doc king internal storage).

Connect all Pods

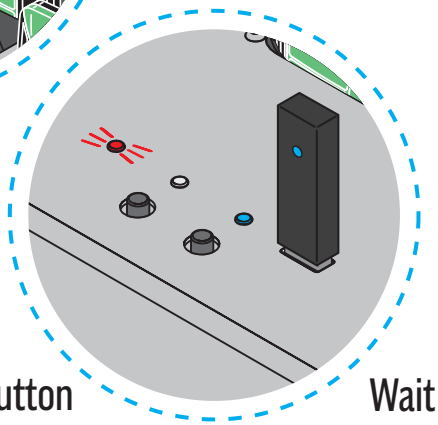


Connect an USB stick





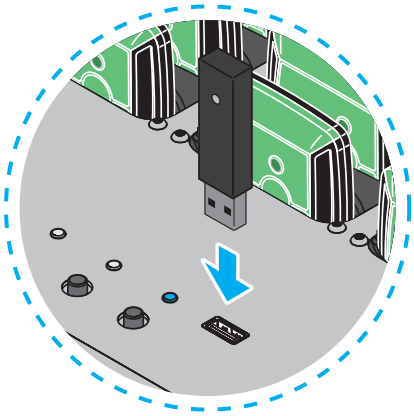
Click on the left button



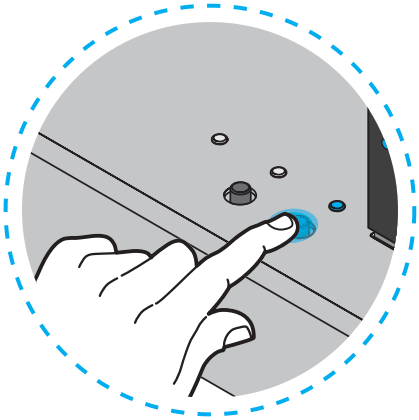
Wait until the red LED turns OFF

Data Recovery (optional)

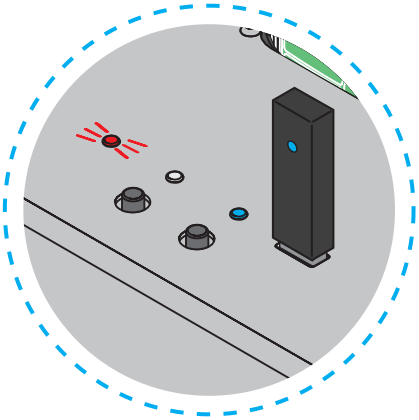
- Copies the data from the docking internal storage to the USB stick (if the USB stick was not inserted at the time of synchronization);
- The synchronization must be completed before loading the data.



Connect an USB stick



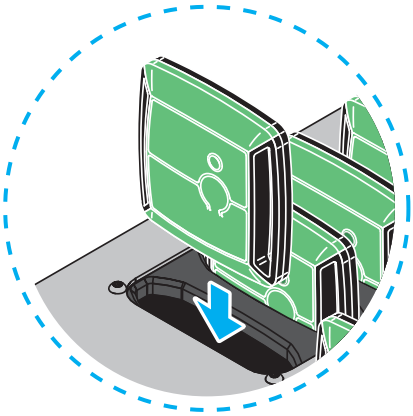
Click on the right button



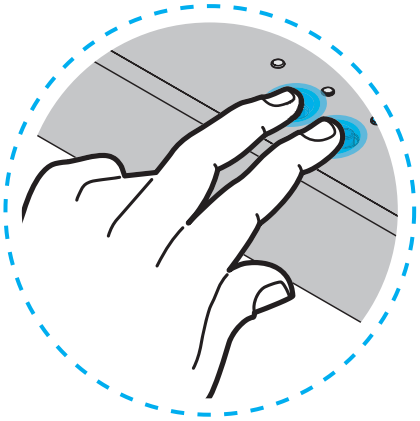
Wait until the red LED turns OFF (up to 5 minutes)

Clearing the Pods

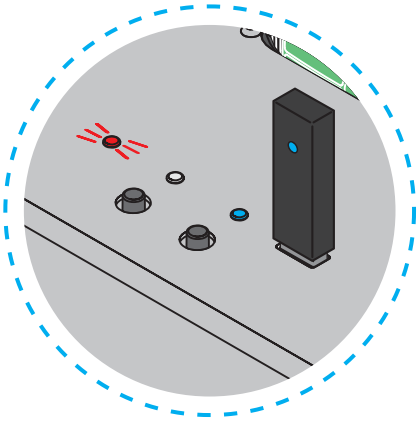
- To clear all data stored on the Pods (recommended to do this operation after the report creation) follow the below procedure:



Connect all Pods



Press on the two buttons simultaneously



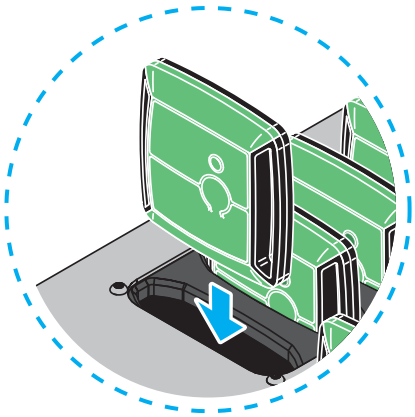
Wait until the red LED turns OFF

⚠ Warning, the operation is irreversible.

Commands (Advanced)

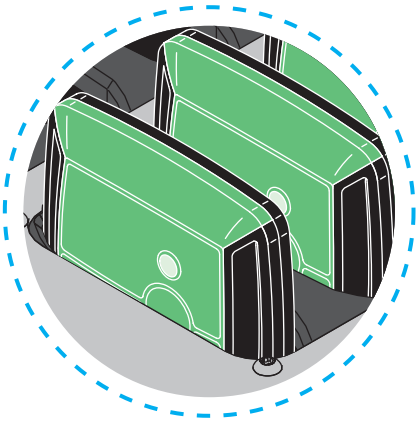
Updating the Pods

- Check the version of your pod in the file “CONFIG.TXT”
- To update the Pod follow the below procedure:

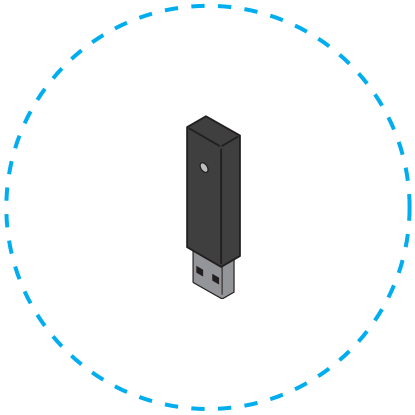


Connect all Pods

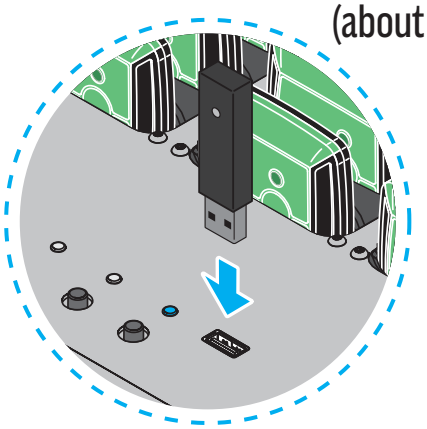
Turn the Docking Switch to OFF



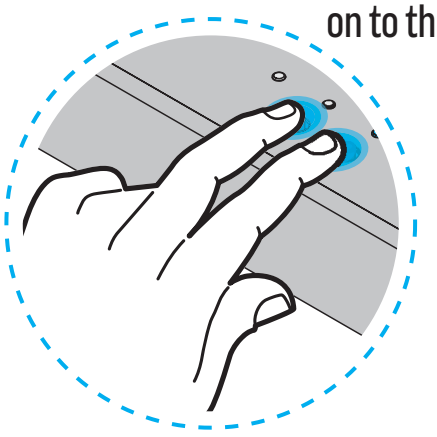
Wait until all Pods are shutdown (about 10 seconds)



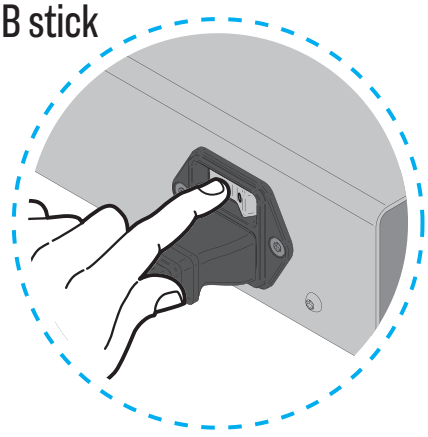
Copy the “update.hex” file on to the USB stick



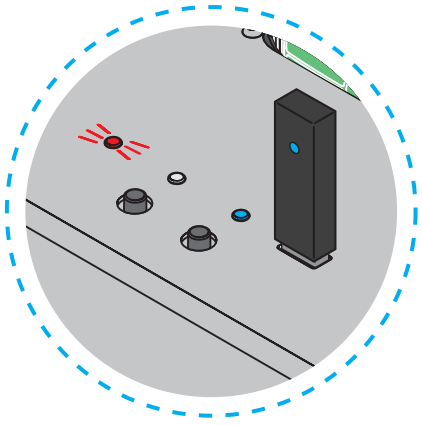
Connect the USB stick



Hold the two buttons simultaneously

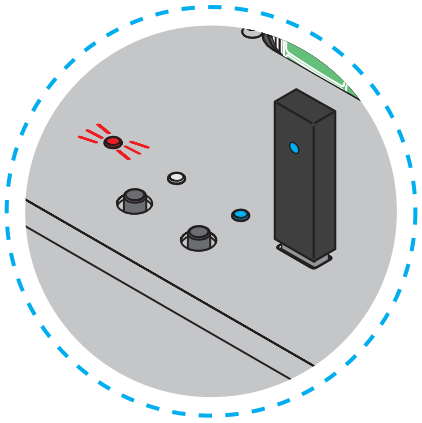


Turn the Docking Switch to ON

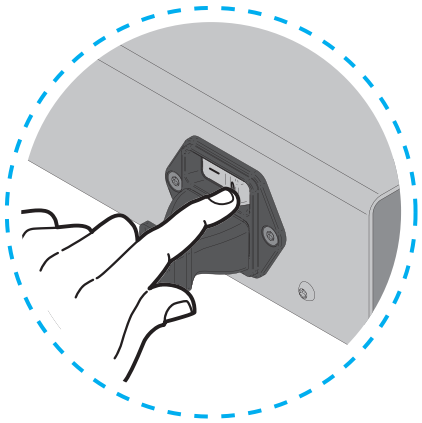


Release the button when the red LED is ON

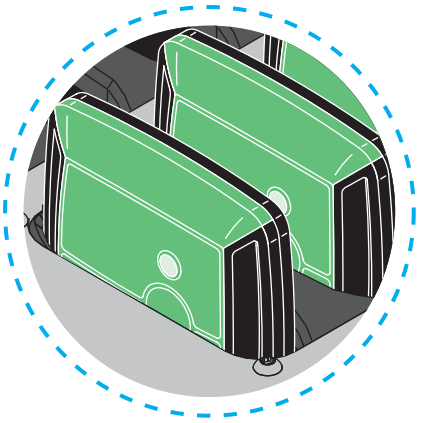
Docking Station



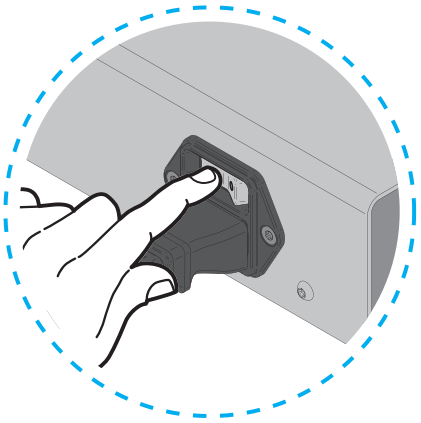
Wait until the red LED turns OFF



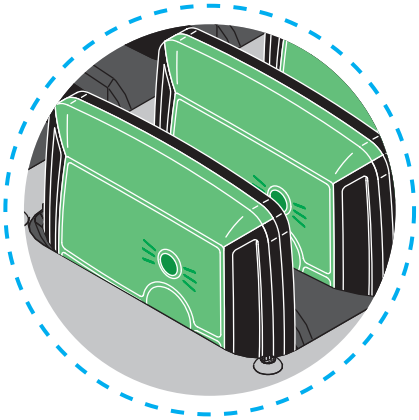
Turn the Docking Switch to OFF



Wait until all Pods are shutdown (about 10 seconds)



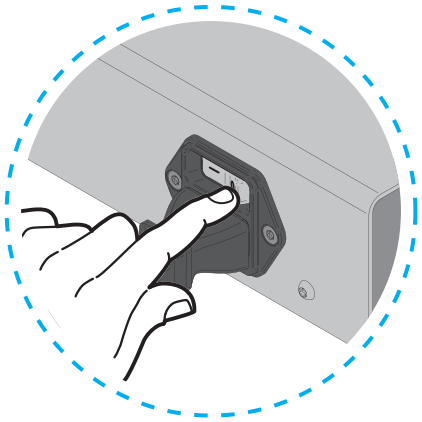
Turn the Docking Switch to ON



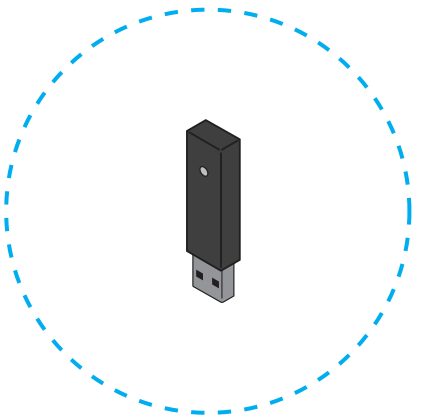
The Pods take about 5 to 10 seconds to start

Updating the Docking Station

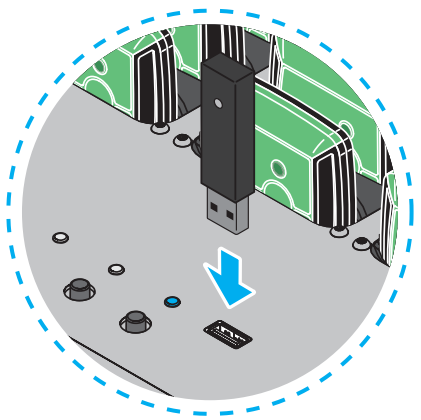
- To update the Docking Station, (using the latest version of firmware.hex) follow the below procedure:



Turn the Docking Switch to OFF

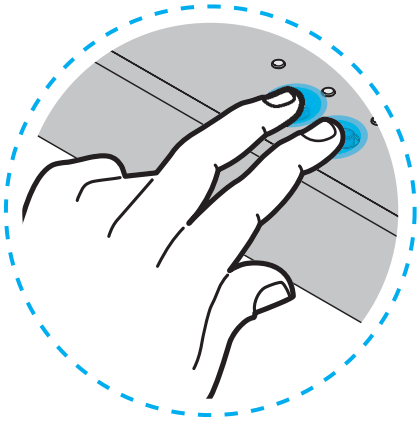


Copy the “firmware.hex” file onto the USB stick



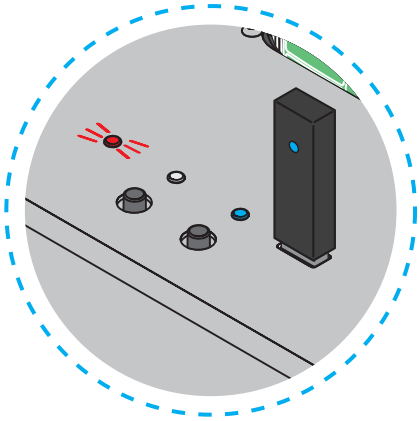
Connect the USB stick to the USB port

Docking Station

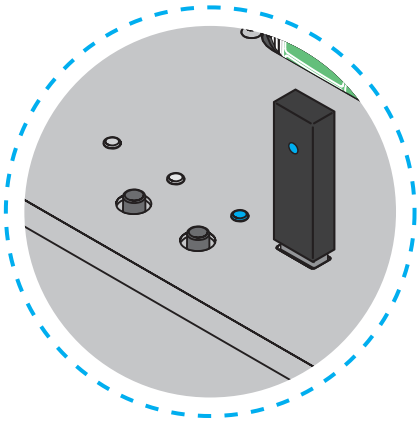


Hold the two buttons simultaneously

Turn the Docking Switch to ON



Release the button when the red LED is ON



Wait until the red LED turns OFF

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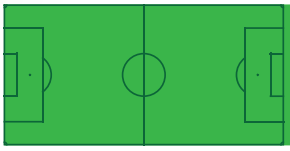

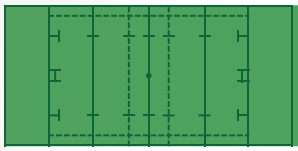

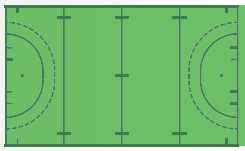

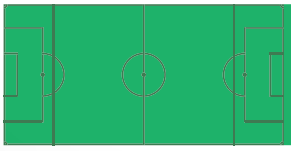

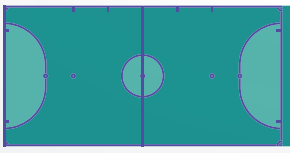

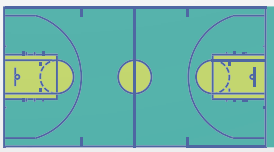

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